Game Engine Task 4 – Evaluation

In the beginning of the game, I had many different ideas on how the player will interact with the world and different functions which will be provided for the player.
I began the game very simply by creating the basic mechanics of the game, where the play is able to move around the world by one key-stoke which was using the 'space-bar' this allowed the player to move forward in the world and avoid the obstacle pipes. From there I began building the enemies which will also make the player restart. After some feedback I also added a shooting system where the player would also be destroying the enemies and not only have to avoid them. After all of this was done, I finally added the pause function, menu and updated the design of the game & background along with the splash screen and icon.